Project Brief

The hardest thing is how to show complex contents on this 84\*48 screen. It is not practical to make 3D games, yet they are technically possible, they are more likely a model displaying software rather than an interesting game.

An alternative idea comes with 2D dungeon games. Following features are included in my game:

1. Random maze with treasure chests, weapons, potions, and monsters generated randomly.
2. Each time the screen only displays a small part of the whole map, the camera follows you as you move.
3. There’s a boss in each layer, beat it and go into a deeper layer.
4. The smart AI system provides intelligent monsters, each kind of them has unique attack method.

Try different weapons, use potions wisely; warriors, summon up your courage and have a thrilling dungeon adventure in Yadong Hu’s BRAVEHEART coming in mid-2021!

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